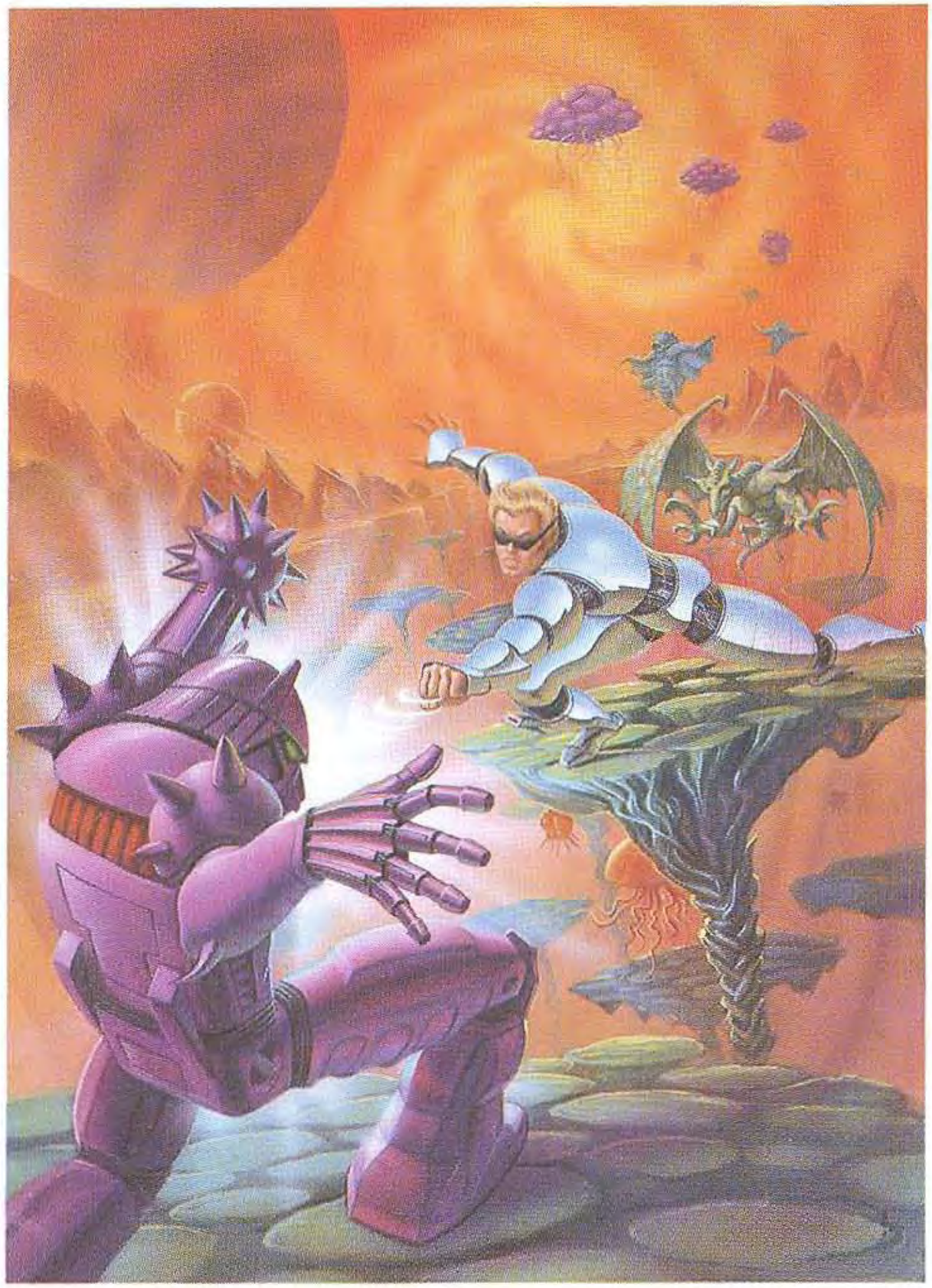
NES-YA-USA



CAPCOM® USA

STREET FIGHTER 2010™

THE FINAL FIGHT

INSTRUCTION MANUAL

Ⓣ

A special message from CAPCOM

Thank you for selecting the exciting and action-packed **STREET FIGHTER 2010-the Final Fight**. This is our latest addition to our collection of arcade inspired games for the Nintendo Entertainment System. Following such hits as Mega Man 2, Bionic Commando and Code Name: Viper, **STREET FIGHTER 2010-the Final Fight** continues the tradition of bringing arcade action to your home.

STREET FIGHTER 2010-the Final Fight features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.

Joseph Morici

Joe Morici
Vice President
CAPCOM, U.S.A.

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for Play on the

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO® HAS REVIEWED THIS PRODUCT AND THAT IT HAS MET OUR STANDARDS FOR EXCELLENCE IN WORKMANSHIP, RELIABILITY AND ENTERTAINMENT VALUE. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO ENTERTAINMENT SYSTEM®.

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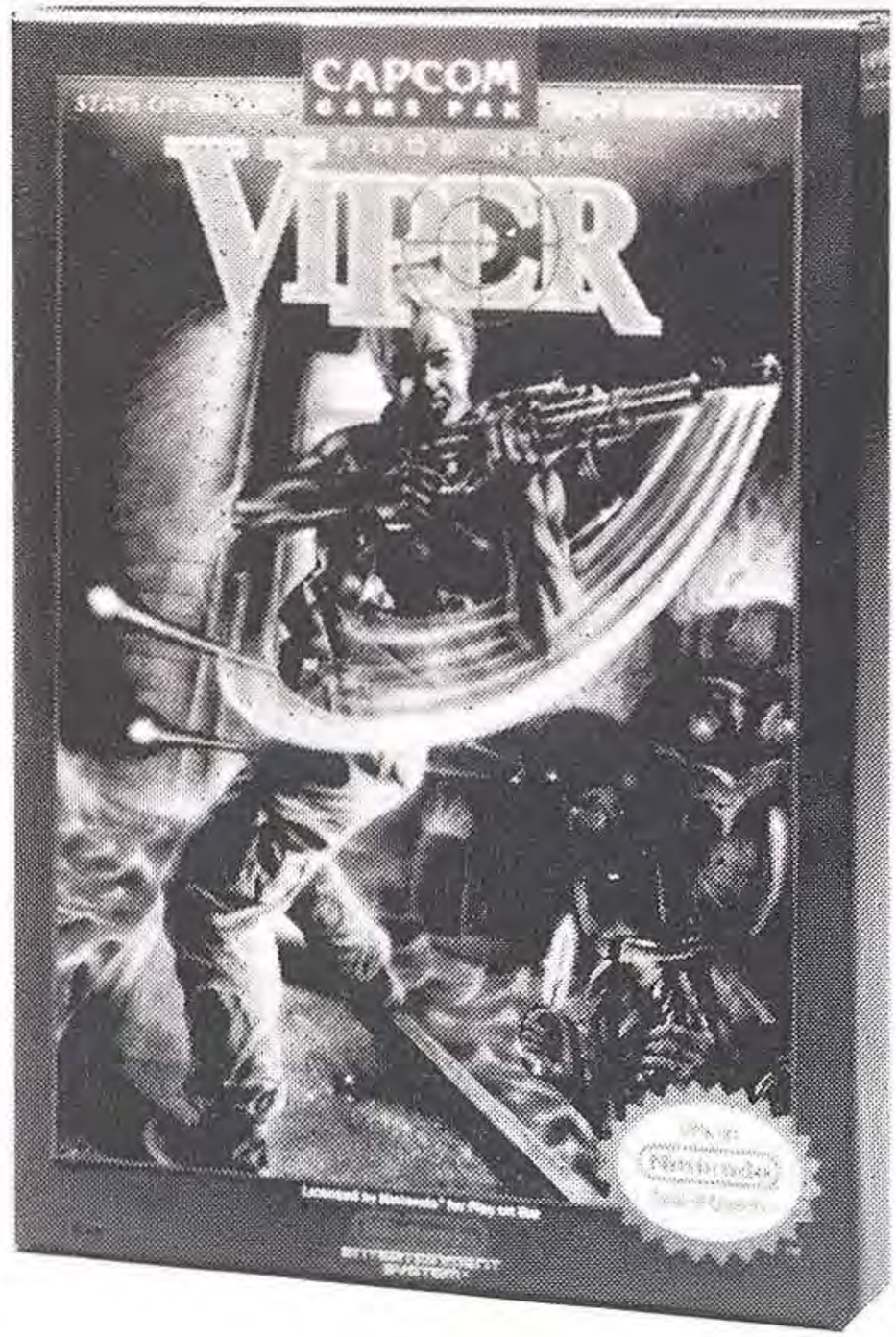
Code Name: Viper You're The Drug Lord's Worst Nightmare!



Get ready for the hottest action south of the border. Agent Smith, the Viper, must infiltrate and destroy a South American syndicate on his solo mission against the most ruthless drug cartel in the world!

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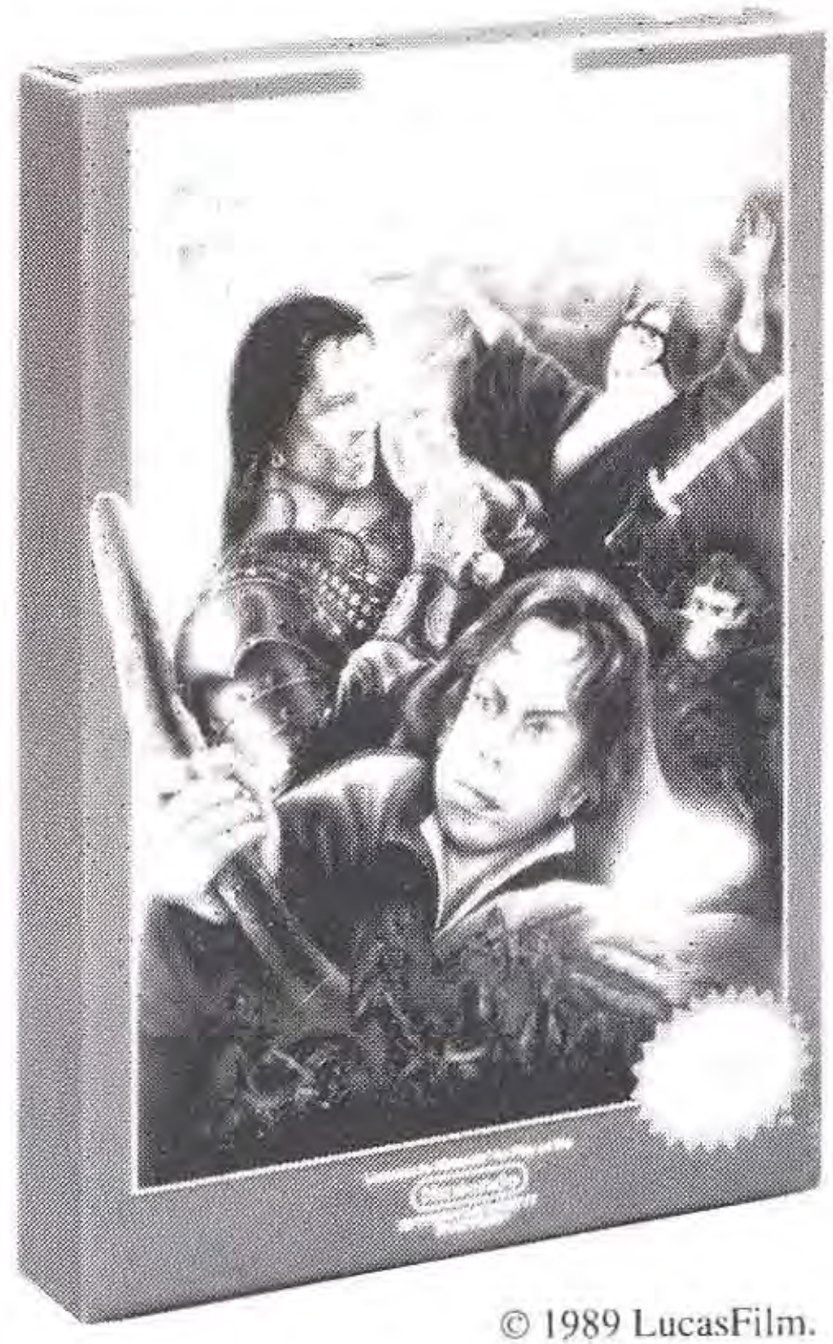
⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Now... the Major Motion Picture Willow is available for your Nintendo Entertainment System!

Travel back to time of sorcery and magic when the evil Queen Bavmorda ruled the land under a reign of terror. You must face the deadly challenge of mysterious forests and villages while battling the Queen's Nockmaar army.



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SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater game satisfaction over a long period of time.

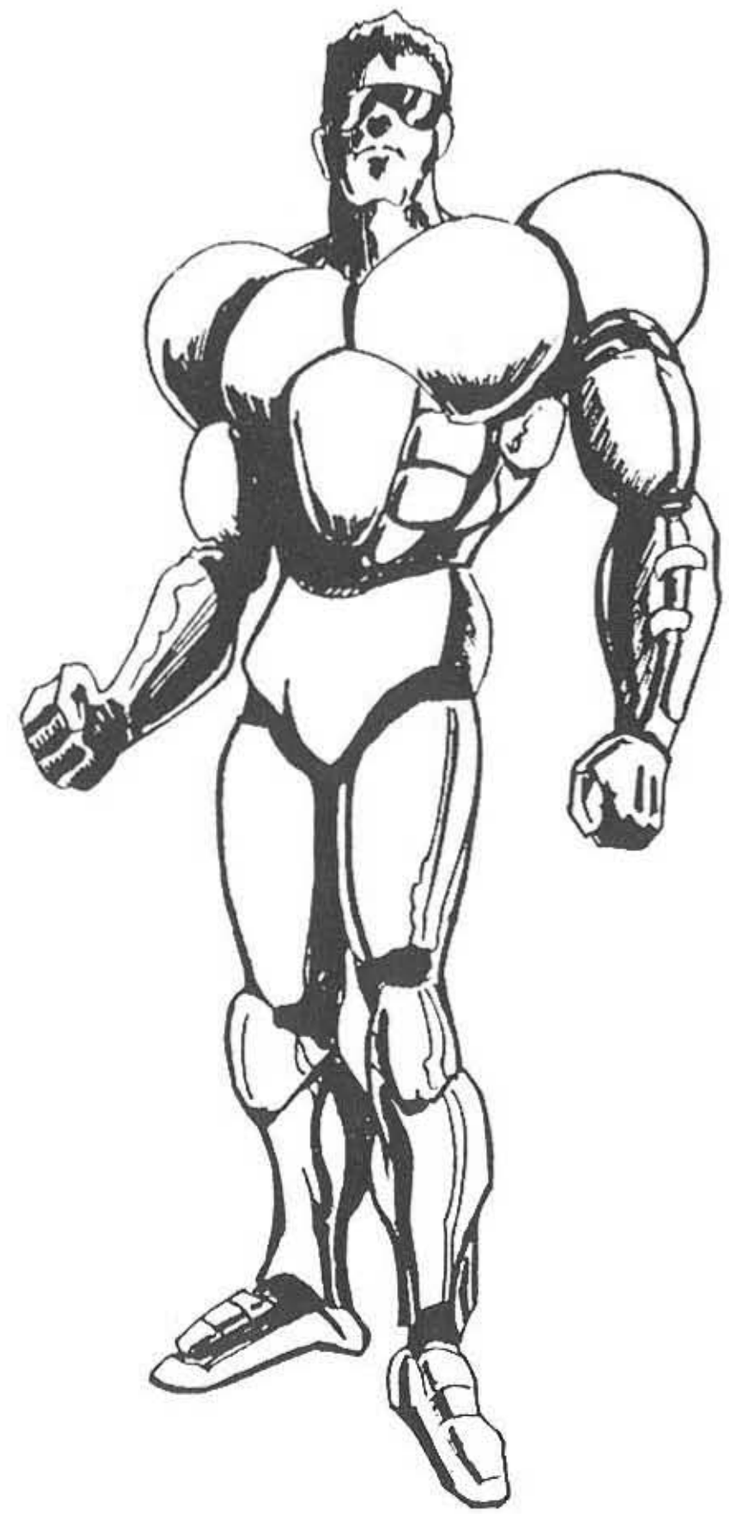
SAFETY PRECAUTIONS

1. **Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.**
2. **Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.**
3. **Never attempt to disassemble your GAME PAK.**
4. **Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.**
5. **For best results, play the game a distance away from your television set.**
6. **Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.**

GETTING STARTED

1. Insert the **STREET FIGHTER 2010-the Final Fight** GAME PAK and turn on your Nintendo Entertainment System. The cartridge will automatically show various scenes from the game as well as give you some background on the hero, Ken. Pressing the **START** button begins the game.

2. "A little history" sets up the action in this game. It tells the story of Ken, a former worlds class Street Fighter. It would be advisable to read through this part before beginning the game.



CONTROLLING KEN -THE STREET FIGHTER

The controls for Ken are simple, but true mastery takes great timing and skill.

START - pauses the game.

SELECT - removes stats panel to show more of the screen.

A Button - Press once to jump. While Ken is in midair press it a second time to make him grasp a vertical surface, (walls, plants, cliffsides...).

B Button - Launch attack. Depending upon whether you are standing, jumping, or pressing on the control pad, pressing the **B** button will make Ken punch or kick. These are his two primary modes of attack.

LEFT and **RIGHT** on the control pad moves Ken left and right.

Pressing **DOWN** on the control pad while pressing the **A** button makes Ken jump down.

There are a variety of martial arts moves available to Ken. To perform these, press the **B** button and the **UP, DOWN, LEFT** and **RIGHT** areas of the control pad. Experiment to find the deadly combinations.

PLAYING THE GAME

The main view of the game shows Ken in an alien setting, (main picture), and a stats panel below. The stats panel shows:

PLANET - Which planet you are on.

P= 4 - How many players are left.

LIFE - Bar measurement of Ken's life energy.

OPEN - When all the arrows are glowing, a teleport opening is created. Jump into this portal before they stop glowing or you will lose one player. Destroying various enemies will cause the arrows to glow.

POWER BAR - These five squares show the amount of power Ken has collected. The more power units that are collected, the greater the power Ken will wield.

When the teleport beam arrives, this is a signal that you have successfully cleared that area of the world.

THE STORY

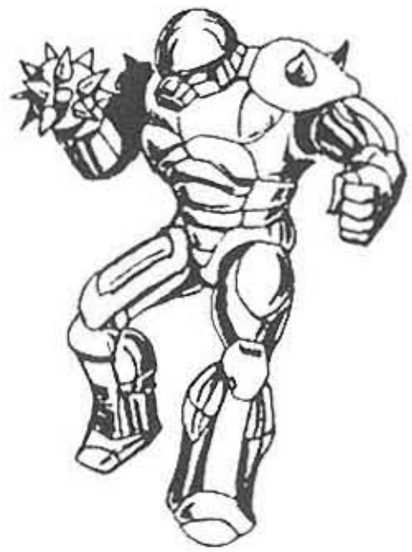
Ken grew up in a world of violence. He mastered the martial arts at a very early age and went on a global tour to challenge the greatest Street Fighters of the world. He was victorious. Upon returning to his home country he enrolled at Bargham University and began his life study in the field of Cybotics. While at Bargham, he was befriended by a gifted classmate named Troy. After many years, they perfected a revolutionary discovery they named Cyboplasm.

This substance, when properly administered, could make a man several times stronger than normal. This came at a good time, for mankind had just perfected travel to the "frontier" of other worlds. Ken had no interest in traveling to the new frontier, but he was glad their invention could be helpful.

One day he came to their lab and found it nearly destroyed. His partner Troy was killed, and their formula was stolen. The killer escaped to the new worlds. Ken knew he must avenge his fallen friend. He now has a very keen interest in the frontier...

ENEMY CHARACTERS

SKIMMER



BASHER

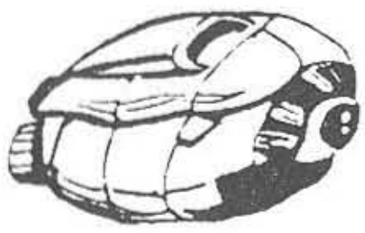
ENTORRID

DEATH EYE

ENEMY CHARACTERS

CRUSTAC

SLAGMA



SEEKER DRONE

HUNTER DRONE

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufactures' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide resonable protection against such interference in a residential installation. However, there is no guarantee that interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or any experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office,

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiringwarranty service by calling: Outside California State (800) 843-4632, or inside California State call (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

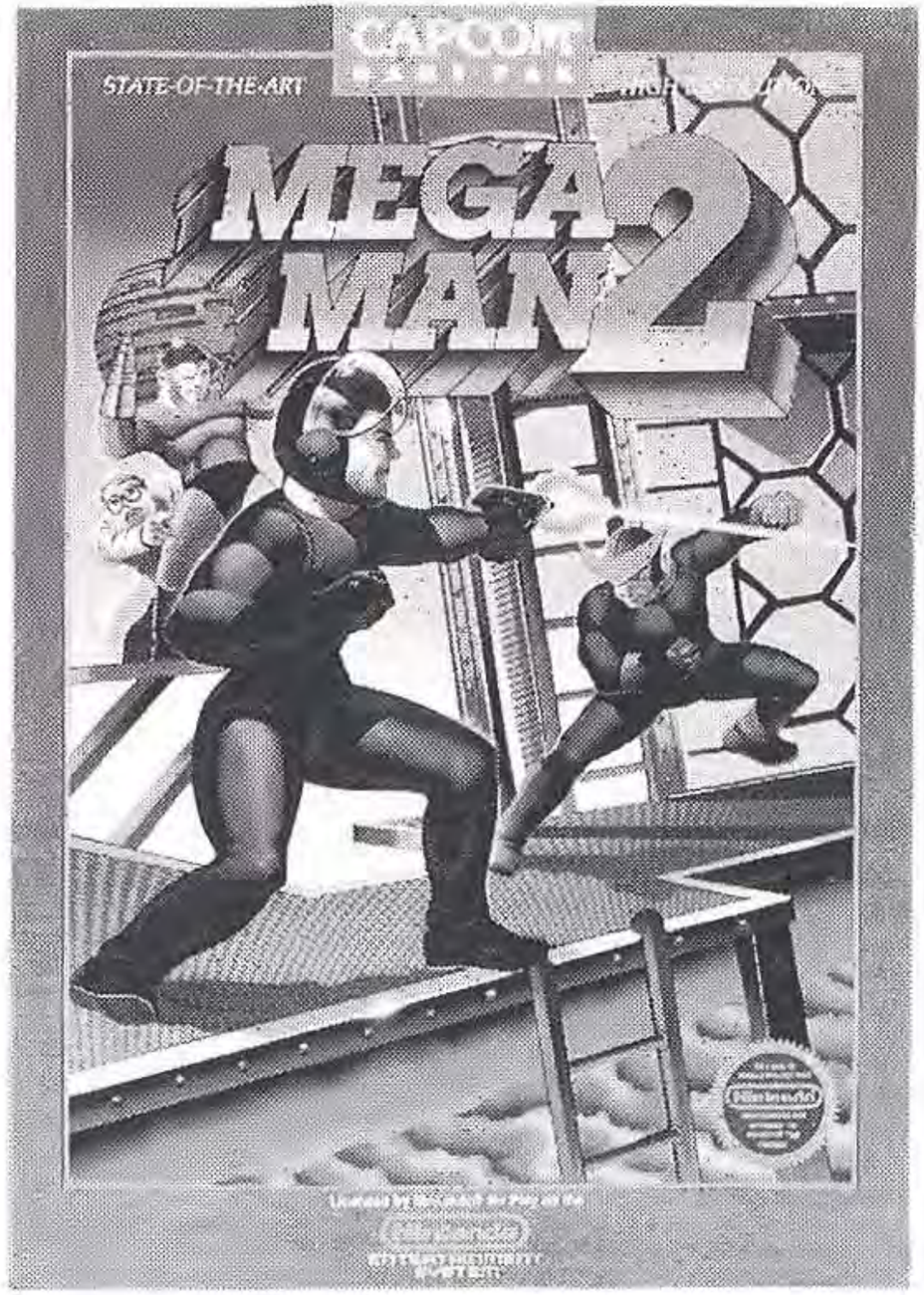
If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

Look for this hot action-packed Game from CAPCOM



Blast into Action with Mega Man 2!

He's back! And this time the evil Dr. Wily has created even more sinister robots to mount his attack.

CAPCOM® USA

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00820

"PREMIER WORLD-WIDE ARCADE GAME DESIGNER"

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Santa Clara, CA 95054

Game counselors available 8 a.m. to 5 p.m. P.S.T. (408) 727-1665

Printed in Japan